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[Communications Magazine, IEEE](#)
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 Digital Object Identifier 10.1109/35.978060
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 Pawlikowski, K.; Yau, V.W.C.; McNickle, D.;
[Simulation Conference Proceedings, 1994, Winter](#)
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 Pawlikowski, K.; Kreutzer, W.;
[Simulation Conference Proceedings, 2000, Winter](#)
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 Bruzzone, A.; Orsoni, A.;
[Simulation Symposium, 2003, 36th Annual](#)
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Volume 1, 8-11 Dec. 2002 Page(s):292 - 300 vol.1
Digital Object Identifier 10.1109/WSC.2002.1172898
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Fu, M.C.;
[Simulation Conference Proceedings, 1994. Winter](#)
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- ☐ 10. **Dynamics and convergence rate of ordinal comparison of stochastic discrete-event systems**
Xiaolan Xie;
[Automatic Control, IEEE Transactions on](#)
Volume 42, Issue 4, April 1997 Page(s):586 - 590
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[AbstractPlus](#) | [References](#) | Full Text: [PDF\(228 KB\)](#) IEEE JNL
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[Decision and Control, 1990. Proceedings of the 29th IEEE Conference on](#)
5-7 Dec. 1990 Page(s):1317 - 1322 vol.3
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Haddad, S.; Moreaux, P.;
[Modeling, Analysis, and Simulation of Computer and Telecommunications Systems, 2004. \(MASCOT\)](#)
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4-8 Oct. 2004 Page(s):23 - 30
Digital Object Identifier 10.1109/MASCOT.2004.1348178
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- ☐ 13. **Applying SPN to controller synthesis for stochastic SDEDS**
Westphal, H.; Renganathan, S.;

Systems, Man, and Cybernetics, 1997, 'Computational Cybernetics and Simulation', 1997 IEEE In
on

Volume 2, 12-15 Oct. 1997 Page(s):1198 - 1203 vol.2

Digital Object Identifier 10.1109/ICSMC.1997.638113

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14. Parallel computation in the design and stochastic optimization of discrete event systems

Ho, Y.C.; Cassandras, C.G.;

Decision and Control, 1993., Proceedings of the 32nd IEEE Conference on

15-17 Dec. 1993 Page(s):2199 - 2204 vol.3

Digital Object Identifier 10.1109/CDC.1993.325590

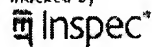
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1 [Adaptive protocols for parallel discrete event simulation](#)



Samir R. Das

 November 1996 **Proceedings of the 28th conference on Winter simulation WSC '96**

Publisher: ACM Press, IEEE Computer Society

 Full text available: [pdf\(926.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper reviews issues concerning the design of adaptive protocols for parallel discrete event simulation (PDES). The need for adaptive protocols are motivated in the background of the synchronization problem that has driven much of the research in this field. Traditional conservative and optimistic protocols and their hybrid variants are also discussed. Adaptive synchronization protocols are reviewed with special reference to their characteristics regarding the aspects of the simulation stat ...

2 [A comparison of two methods for advancing time in parallel discrete event simulation](#)



Anthony P. Galluccio, John T. Douglass, Brian A. Malloy, A. Joe Turner

 December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**

Publisher: ACM Press, IEEE Computer Society

 Full text available: [pdf\(753.19 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We compare the design and implementation of a parallel simulation of a traffic flow network using two different approaches: event-driven and time-driven. Our experiments with the sequential implementation of the two approaches correlates with previous research (Nance, 1971). We design a conservative parallel implementation of the traffic flow problem where we obtain a maximum speedup of 9.27 using 16 Sun workstations running under parallel virtual machine or PVM (Geist et al., 1993). We use wall ...

3 [CPSim: a tool for creating scalable discrete event simulations](#)



Bojan Grošelj

 December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**

Publisher: ACM Press, IEEE Computer Society

 Full text available: [pdf\(451.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CPSim is a tool that was originally designed for parallel simulations. A strict separation between the CPSim kernel and its application library enabled the creation of a serial version, preserving the user interface in the process. In other words, the same source simulation program written in C that uses the CPSim library may be compiled to run on a personal computer or on a multicomputer. The paper presents the CPSim programming

model that enabled scalability and portability. It is also shown t ...

4 A tutorial on discrete-event modeling with simulation graphs



Arnold H. Buss

December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(660.04 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

This tutorial is an introduction to simulation graphs for simulation modeling. The simulation graph methodology is a paradigm that directly models the future event list underlying the discrete event approach to simulation modeling. Simulation graphs have a minimalist design (a single type of node, two types of edges with up to three options), making them the ideal tool for rapid construction and representation of simulation models.

5 Event sensitive state saving in time warp parallel discrete event simulations



Sven Sköld, Robert Rönngren

November 1996 **Proceedings of the 28th conference on Winter simulation WSC '96**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(837.32 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#)

In this paper we present event sensitive state saving as a novel idea for sparse state saving in Time Warp synchronized parallel discrete event simulations. This state saving model is aimed at efficient simulation of models where the execution time or granularity for different types or classes of events typically has a large variance. The event sensitive state saving mechanism is sensitive to which class of event the previously executed event belongs, and decide when to save simulation state bas ...

6 A state event detection algorithm for numerically simulating hybrid systems with model singularities



Joel M. Esposito, Vijay Kumar

January 2007 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available: [pdf\(350.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article describes an algorithm for detecting the occurrence of events, which signify discontinuities in the first derivative of the state variables, while simulating a set of nonsmooth differential equations. Such combined-discrete continuous systems arise in many contexts and are often referred to as hybrid systems, switched systems, or nonsmooth systems. In all cases, the state events are triggered at simulated times which generate states corresponding to the zeros of some algebraic &ldqu ...

Keywords: Hybrid systems, discontinuities, event detection, model singularities, numerical integration

7 Parallel discrete event simulation



Richard M. Fujimoto

October 1990 **Communications of the ACM**, Volume 33 Issue 10

Publisher: ACM Press

Full text available: [pdf\(7.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#), [review](#)

Parallel discrete event simulation (PDES), sometimes called distributed simulation, refers to the execution of a single discrete event simulation program on a parallel computer.

PDES has attracted a considerable amount of interest in recent years. From a pragmatic standpoint, this interest arises from the fact that large simulations in engineering, computer science, economics, and military applications, to mention a few, consume enormous amounts of time on sequential machines. From an acad...

8 A survey of discrete event simulation and state-of-the-art discrete event languages



Lissa F. Pollacia

September 1989 **ACM SIGSIM Simulation Digest**, Volume 20 Issue 3

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper provides an introduction to the main concepts of discrete event simulation and surveys the field of current discrete event simulation languages. Discrete event simulation is a modeling technique for the study of systems whose state may change only at discrete points in time. This type of modeling is applicable to many real-world problems, and a wide variety of languages have been developed for the purpose of modeling these situations. In this paper, a survey of current discrete event ...

9 Serial/parallel event scheduling for the simulation of large systems



Ernst G. Ulrich

January 1968 **Proceedings of the 1968 23rd ACM national conference**

Publisher: ACM Press

Full text available: pdf(652.11 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A major problem in the area of discrete time-step simulation is the precise, rapid, and fully automatic scheduling and simulation of hundreds or thousands of serial and parallel events. A partial solution to this problem has been found in the "next event" simulation technique 1 which, based upon inter-related concepts of list processing and dynamic storage allocation, has replaced "fixed time step" methods 1 of the past. Howe ...

10 The simulation of a microprocessor based event set processor

John Craig Comfort

March 1981 **Proceedings of the 14th annual symposium on Simulation ANSS '81**

Publisher: IEEE Press

Full text available: pdf(891.04 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The availability of inexpensive, sophisticated microprocessors affords the computer system designer great flexibility in assigning simulation processes to independent computing elements. In this paper, the feasibility of assigning the functions of event set manipulation to a separate microprocessing element is investigated. Analysis of a large simulation program was performed to determine the relative amount of computer time required for event set processing, and the pattern of activation s ...

11 On analyzing events to estimate the possible speedup of parallel discrete event simulation



T. K. Som, B. A. Cota, R. G. Sargent

October 1989 **Proceedings of the 21st conference on Winter simulation WSC '89**

Publisher: ACM Press

Full text available: pdf(667.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe in this paper a new event based approach for estimating the possible speed up in parallel discrete event simulation which is similar to Berry and Jefferson's method. This method calculates a critical path through a graph developed from a trace of a

simulation and from constraints on the order of processing of event instances that ensure correctness of the simulation. Different ways of classifying event instances to determine required constraints are presented. A software system that ...

12 Parallel discrete event simulation



R. M. Fujimoto

October 1989 **Proceedings of the 21st conference on Winter simulation WSC '89**

Publisher: ACM Press

Full text available: pdf(1.14 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This tutorial surveys the state of the art in executing discrete event simulation programs on a parallel computer. Specifically, we will focus attention on *asynchronous* simulation programs where few events occur at any single point in simulated time, necessitating the concurrent execution of events occurring at different points in time. We first describe the parallel discrete event simulation problem, and examine why it is so difficult. We review several simulation strategies that have been p ...

13 Distributed discrete-event simulation



Jayadev Misra

March 1986 **ACM Computing Surveys (CSUR)**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(2.47 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Traditional discrete-event simulations employ an inherently sequential algorithm. In practice, simulations of large systems are limited by this sequentiality, because only a modest number of events can be simulated. Distributed discrete-event simulation (carried out on a network of processors with asynchronous message-communicating capabilities) is proposed as an alternative; it may provide better performance by partitioning the simulation among the component processors. The basic distribut ...

14 Efficient distributed event-driven simulations of multiple-loop networks



B. D. Lubachevsky

February 1989 **Communications of the ACM**, Volume 32 Issue 1

Publisher: ACM Press

Full text available: pdf(1.97 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Simulating asynchronous multiple-loop networks is commonly considered a difficult task for parallel programming. Two examples of asynchronous multiple-loop networks are presented in this article: a stylized queuing system and an Ising model. In both cases, the network is an $n \times n$ grid on a torus and includes at least an order of n^2 feedback loops. A new distributed simulation algorithm is demonstrated on these two examples. The algorithm combines three elements: (...

15 Parallel discrete-event simulation of FCFS stochastic queueing networks



David M. Nicol

January 1988 **ACM SIGPLAN Notices , Proceedings of the ACM/SIGPLAN conference on Parallel programming: experience with applications, languages and systems PPEALS '88**, Volume 23 Issue 9

Publisher: ACM Press

Full text available: pdf(1.20 MB)

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Physical systems are inherently parallel; intuition suggests that simulations of these systems may be amenable to parallel execution. The parallel execution of a discrete-event


simulation requires careful synchronization of processes in order to ensure the execution's correctness; this synchronization can degrade performance. Largely negative results were recently reported in a study which used a well-known synchronization method on queueing network simulations. In this paper we discuss a s ...

16 Web-based simulation: Managing event traces for a web front-end to a parallel simulation

Boon Ping Gan, Li Liu, Zhengrong Ji, Stephen J. Turner, Wentong Cai

December 2001 **Proceedings of the 33rd conference on Winter simulation WSC '01**

Publisher: IEEE Computer Society

Full text available:  [pdf\(279.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


To enhance the widespread use of a parallel supply chain simulator, a web front-end that enables access at any time and from any location has been developed. The front-end provides the capability of model uploading, simulation runs initiation, simulation activities visualization, and simulation statistics collection. Visualizing the simulation activities requires the parallel simulator to record event traces to the file system for displaying purposes. To minimize the negative impact of the recor ...

17 Advanced tutorials: Inside simulation software: inside discrete-event simulation software: how it works and why it matters

Thomas J. Schriber, Daniel T. Brunner

December 2001 **Proceedings of the 33rd conference on Winter simulation WSC '01**

Publisher: IEEE Computer Society

Full text available:  [pdf\(220.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper provides simulation practitioners and consumers with a grounding in how discrete-event simulation software Works. Topics include discrete-event systems; entities, resources, control elements and operations; simulation runs; entity states; entity lists; and entity-list management. The implementation of these genetic ideas in AutoMod, SLX, and Extend is described. The paper concludes with several examples of "why it matters" for modelers to know how their simulation software works, incl ...

18 Miscellaneous II: Lookback: a new way of exploiting parallelism in discrete event simulation

Gilbert Chen, Boleslaw K. Szymanski

May 2002 **Proceedings of the sixteenth workshop on Parallel and distributed simulation PADS '02**

Publisher: IEEE Computer Society

Full text available:  [pdf\(1.01 MB\)](#)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
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Lookback is defined as the ability of a logical process to change its past locally (without involving other logical processes). Logical processes with lookback are able to process out-of-timestamp order events, enabling new synchronization protocols for the parallel discrete event simulation. Two of such protocols, LB-GVT (LookBack-Global Virtual Time) and LB-EIT (LookBack-Earliest Input Time), are presented and their performance on the Closed Queueing Network (CQN) simulation is discussed. We al ...

19 Efficient distributed event driven simulations of multiple-loop networks



B. D. Lubachevsky

May 1988 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1988 ACM SIGMETRICS conference on Measurement and modeling of computer systems SIGMETRICS '88**, Volume 16 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(977.55 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Simulating asynchronous multiple-loop networks is commonly considered a difficult task for parallel programming. This paper presents two examples of asynchronous multiple-loop networks: a stylized queuing system and an Ising model. The network topology in both cases is an $n \times n$ grid on a torus. A new distributed simulation algorithm is demonstrated on these two examples. The algorithm combines three elements: 1) the bounded lag restriction, 2) precomputed mi ...


20 [Regenerative steady-state simulation of discrete-event systems](#)

 Shane G. Henderson, Peter W. Glynn

October 2001 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**,

Volume 11 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(315.81 KB\)](#)

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The regenerative method possesses certain asymptotic properties that dominate those of other steady-state simulation output analysis methods, such as batch means. Therefore, applying the regenerative method to steady-state discrete-event system simulations is of great interest. In this paper, we survey the state of the art in this area. The main difficulty in applying the regenerative method in our context is perhaps in identifying regenerative cycle boundaries. We examine this issue through the ...

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1 [A reconfigurable logic machine for fast event-driven simulation](#)



Jerry Bauer, Michael Bershteyn, Ian Kaplan, Paul Vyedin

 May 1998 **Proceedings of the 35th annual conference on Design automation DAC '98**

Publisher: ACM Press

Full text available: pdf(129.52 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As the density of VLSI circuits increases, software techniques cannot effectively simulate designs through the millions of simulation cycles needed for verification. Emulation can supply the necessary capacity and performance, but emulation is limited to designs that are structural or can be synthesized. This paper discusses a new system architecture that dramatically accelerates event-driven behavioral simulation and describes how it is merged with emulation.

Keywords: event-driven simulation, reconfigurable computing

2 [Disseminating critical target-specific synchronization information in parallel discrete event simulations](#)



Carmen M. Pancerella, Paul F. Reynolds

 July 1993 **ACM SIGSIM Simulation Digest , Proceedings of the seventh workshop on Parallel and distributed simulation PADS '93**, Volume 23 Issue 1

Publisher: ACM Press

Full text available: pdf(746.04 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A hardware-based framework which supports a wide range of parallel discrete event synchronization protocols has been proposed in [Reyn92]. This framework offloads all synchronization activity from the host processors and host communication network in the system. The underlying hardware computes results of global, binary associative operations, or global reductions. In this paper we present results of simulations that strongly suggest the need for a next-generation reduction network which co ...

3 [Parallel discrete event simulation](#)

 Richard M. Fujimoto
October 1990

Communications of the ACM, Volume 33 Issue 10**Publisher:** ACM Press

Full text available: pdf(7.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Parallel discrete event simulation (PDES), sometimes called distributed simulation, refers to the execution of a single discrete event simulation program on a parallel computer. PDES has attracted a considerable amount of interest in recent years. From a pragmatic standpoint, this interest arises from the fact that large simulations in engineering, computer science, economics, and military applications, to mention a few, consume enormous amounts of time on sequential machines. From an academic ...

4 Validating discrete event simulations using event pattern mappings

B. A. Gennart, D. C. Luckham

July 1992 **Proceedings of the 29th ACM/IEEE conference on Design automation DAC '92****Publisher:** IEEE Computer Society Press

Full text available: pdf(662.06 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**5** Reconfigurable technology: an innovative solution for parallel discrete event simulation support

C. Beaumont, P. Boronat, J. Champeau, J.-M. Filloque, B. Pottier

July 1994 **ACM SIGSIM Simulation Digest , Proceedings of the eighth workshop on Parallel and distributed simulation PADS '94**, Volume 24 Issue 1**Publisher:** ACM Press

Full text available: pdf(453.05 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Accelerating discrete event simulation can be achieved by using parallel architectures. The use of dedicated hardware is a possible alternative in some special domains like logic simulation. However, few studies have focused on general cases. This paper presents an innovative solution using a recent hardware technology called FPGA (Field Programmable Gate Array), that enables dynamic synthesis of application specific hardware. Each node of an MIMD parallel machine ...

6 Multi-core design II: Efficient emulation of hardware prefetchers via event-driven helper threading

Ilya Ganusov, Martin Burtcher

September 2006 **Proceedings of the 15th international conference on Parallel architectures and compilation techniques PACT '06****Publisher:** ACM Press

Full text available: pdf(422.49 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The advance of multi-core architectures provides significant benefits for parallel and throughput-oriented computing, but the performance of individual computation threads does not improve and may even suffer a penalty because of the increased contention for shared resources. This paper explores the idea of using available general-purpose cores in a CMP as helper engines for individual threads running on the active cores. We propose a lightweight architectural framework for efficient event-driven ...

Keywords: helper threading, multi-core architectures, prefetching**7** Contributed paper: The discrete event simulation computer - DESC

Meir Barek



April 1984 **ACM SIGSIM Simulation Digest**, Volume 15 Issue 2

Publisher: ACM Press

Full text available: [pdf\(900.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Simulation of large models on digital computers is often limited by the high computational expenses. The Discrete Event Simulation Computer (DESC) reported here improves simulation performance through an exploitation of parallelism inherent in simulation, with regard to list processing, random number generation, statistical analysis and program control. The DESC consists of a set of nodes that communicate via FIFO-buffered channels (i.e. do not share memory among nodes). In order to achieve high ...

8 Modeling methodology b: Simulation and verification II: event-triggered environments for verification of real-time systems

Darren D. Cofer, Murali Rangarajan

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation WSC '03**

Publisher: Winter Simulation Conference

Full text available: [pdf\(395.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The growing complexity and the safety-critical requirements of the embedded software in avionics systems present many challenges to current test-based verification technology. The use of formal verification methods can increase design assurance by exploring a larger range of system behaviors and fault conditions than can feasibly be covered by testing or simulation. However, one of the most challenging tasks faced in any formal verification activity is the construction of an adequate model fo ...

9 Parallel-and-vector implementation of the event-driven logic simulation algorithm on the Cray Y-MP supercomputer

A. Bataineh, F. Özgüner

December 1992 **Proceedings of the 1992 ACM/IEEE conference on Supercomputing Supercomputing '92**

Publisher: IEEE Computer Society Press

Full text available: [pdf\(926.62 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

10 Modeling methodology A: interfaces with simulation modeling: Modeling and simulation of hardware/software systems with CD++

Ezequiel Glinsky, Gabriel Wainer

December 2004 **Proceedings of the 36th conference on Winter simulation WSC '04**

Publisher: Winter Simulation Conference

Full text available: [pdf\(287.66 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Modeling and simulation (M&S) methodologies can be useful in the development of hardware-in-the-loop applications. CD++ is a toolkit with support for real-time model execution that implements DEVS, a sound, formal M&S framework allowing hierarchical, modular model composition and component reuse. We present a methodology that uses CD++ to develop hybrid hardware/software systems. The technique enables incremental transition from the simulated models to the actual hardware counterparts, supports ...

11 Parallel discrete event simulation



R. M. Fujimoto

October 1989 **Proceedings of the 21st conference on Winter simulation WSC '89**

Publisher: ACM Press

Full text available: [pdf\(1.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This tutorial surveys the state of the art in executing discrete event simulation programs on a parallel computer. Specifically, we will focus attention on *asynchronous* simulation programs where few events occur at any single point in simulated time, necessitating the concurrent execution of events occurring at different points in time. We first describe the parallel discrete event simulation problem, and examine why it is so difficult. We review several simulation strategies that have been p ...

12 Reconfigurable computing and embedded systems: Run-time HW/SW codesign for discrete event systems using dynamically reconfigurable architectures

Juanjo Noguera, Rosa M. Badia

September 2000 **Proceedings of the 13th international symposium on System synthesis ISSS '00**

Publisher: IEEE Computer Society

Full text available:  [pdf\(116.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

HW/SW codesign and Reconfigurable Computing are commonly used methodologies for digital systems design. However, no previous work has been carried out in order to define a run-time HW/SW codesign methodology for dynamically reconfigurable architectures. Besides, all previous approaches to reconfigurable computing context scheduling are based on static scheduling techniques. In this paper we present a run-time HW/SW codesign methodology for discrete event systems using dynamically reconfigurable a ...

13 Performance bounds on parallel self-initiating discrete-event simulations



David M. Nicol

January 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.74 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper considers the use of massively parallel architectures to execute discrete-event simulations of what we term "self-initiating" models. A logical process in a self-initiating model schedules its own state reevaluation times, independently of any other logical process, and sends its new state to other logical processes following the reevaluation. Our interest is in the effects of that communication on synchronization. Using a model that idealizes the communication topology ...

Keywords: parallel simulation, synchronization protocol

14 Patterns of modelling: towards a conceptual basis for discrete event simulation



Wolfgang Kreutzer

September 1980 **ACM SIGSIM Simulation Digest**, Volume 11 Issue 3-4

Publisher: ACM Press

Full text available:  [pdf\(2.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


Success of any standardization effort is highly sensitive to user acceptance and satisfaction. Conceptual simplicity, congruence, power, transparency, flexibility and interpretative efficiency of modelling methodologies and their processor systems are at least partially conflicting goals between which suitable tradeoffs have to be made. Solutions to this problem will neither be found through excessive generality nor a proliferation of weakly related special purpose concepts, but by a reliable app ...

15 Ultimate: A hardware logic simulation engine

M. E. Glazier, A. P. Ambler


June 1984 **Proceedings of the 21st conference on Design automation DAC '84**

Publisher: IEEE Press

Full text available:  pdf(636.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)



The growing need for high-speed digital logic simulation is well-known and several special-purpose hardware architectures to provide this have, to date, been presented. This paper attempts to address the problems of high-speed simulation in a more systematic and detailed manner to achieve an enhanced performance from a simpler architecture. The proposed architecture is capable of providing all the facilities currently available in software logic simulators.

Keywords: Logic design verification, Simulation, Special-purpose architecture

- 16 [Web-enabled simulation technologies: web-enabled government/defense applications: Parallel discrete event simulation of space shuttle operations](#) 
Luis Rabelo, Jose Sepulveda, Mario Marin, Amith Paruchuri, Amit Wasadikar, Karthik Nayaranan
December 2004 **Proceedings of the 36th conference on Winter simulation WSC '04**
Publisher: Winter Simulation Conference

Full text available:  pdf(588.38 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the application of parallel simulation techniques to represent structured functional parallelism present within the Space Shuttle Operations Flow, utilizing the Synchronous Parallel Environment for Emulation and Discrete-Event Simulation (SPEEDES), an object-oriented multicomputing architecture. SPEEDES is a unified parallel simulation environment, which allocates events over multiple processors to get simulation speed up. Its optimistic processing capability minimizes simul ...



- 17 [Ladder queue: An \$O\(1\)\$ priority queue structure for large-scale discrete event simulation](#) 
 Wai Teng Tang, Rick Siow Mong Goh, Ian Li-Jin Thng
July 2005 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 15 Issue 3

Publisher: ACM Press

Full text available:  pdf(2.51 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article describes a new priority queue implementation for managing the pending event set in discrete event simulation. Extensive empirical results demonstrate that it consistently outperforms other current popular candidates. This new implementation, called Ladder Queue, is also theoretically justified to have $O(1)$ amortized access time complexity, as long as the mean *jump* parameter of the priority increment distribution is finite and greater than zero, regardless of its varia ...

Keywords: Pending event set implementations, calendar queue, priority queue

- 18 [Asynchronous, distributed event driven simulation algorithm for execution of VHDL on parallel processors.](#) 
 Peter A. Walker, Sumit Ghosh
January 1995 **Proceedings of the 32nd ACM/IEEE conference on Design automation DAC '95**

Publisher: ACM Press

Full text available:  pdf(210.69 KB) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

- 19 [Analysis of synchronization in massively parallel discrete-event simulations](#) 



D. M. Nicol

February 1990 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGPLAN symposium on Principles & practice of parallel programming PPOPP '90**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(1.16 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 Transaction level modelling based validation: An efficient TLM/T modeling and simulation environment based on conservative parallel discrete event principles

Emmanuel Viaud, François Pêcheux, Alain Greiner

March 2006 **Proceedings of the conference on Design, automation and test in Europe: Proceedings DATE '06**

Publisher: European Design and Automation Association

Full text available: pdf(181.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

The paper presents an innovative simulation scheme to speed-up simulations of multi-clusters multi-processors SoCs at the TLM/T (Transaction Level Model with Time) abstraction level. The hardware components of the SoC architecture are written in standard SystemC. The goal is to describe the dynamic behavior of a given software application running on a given hardware architecture (including the dynamic contention in the interconnect and the cache effects), in order to provide the system design ...

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1 [Parallel discrete event simulation](#)



Richard M. Fujimoto

 October 1990 **Communications of the ACM**, Volume 33 Issue 10

Publisher: ACM Press

Full text available: pdf(7.32 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Parallel discrete event simulation (PDES), sometimes called distributed simulation, refers to the execution of a single discrete event simulation program on a parallel computer. PDES has attracted a considerable amount of interest in recent years. From a pragmatic standpoint, this interest arises from the fact that large simulations in engineering, computer science, economics, and military applications, to mention a few, consume enormous amounts of time on sequential machines. From an academic...

2 [Performance bounds on parallel self-initiating discrete-event simulations](#)



David M. Nicol

 January 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**,
Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(1.74 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper considers the use of massively parallel architectures to execute discrete-event simulations of what we term "self-initiating" models. A logical process in a self-initiating model schedules its own state reevaluation times, independently of any other logical process, and sends its new state to other logical processes following the reevaluation. Our interest is in the effects of that communication on synchronization. Using a model that idealizes the communication topology...

Keywords: parallel simulation, synchronization protocol

3 [Parallel discrete event simulation](#)



R. M. Fujimoto

 October 1989 **Proceedings of the 21st conference on Winter simulation WSC '89**

Publisher: ACM Press

Full text available: pdf(1.14 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

terms

This tutorial surveys the state of the art in executing discrete event simulation programs on a parallel computer. Specifically, we will focus attention on *asynchronous* simulation programs where few events occur at any single point in simulated time, necessitating the concurrent execution of events occurring at different points in time. We first describe the parallel discrete event simulation problem, and examine why it is so difficult. We review several simulation strategies that have been p ...

4 Analysis of synchronization in massively parallel discrete-event simulations



D. M. Nicol

February 1990 **ACM SIGPLAN Notices , Proceedings of the second ACM SIGPLAN symposium on Principles & practice of parallel programming PPOPP '90**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(1.16 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Contributed paper: The discrete event simulation computer - DESC



Meir Barel

April 1984 **ACM SIGSIM Simulation Digest**, Volume 15 Issue 2

Publisher: ACM Press

Full text available: pdf(900.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Simulation of large models on digital computers is often limited by the high computational expenses. The Discrete Event Simulation Computer (DESC) reported here improves simulation performance through an exploitation of parallelism inherent in simulation, with regard to list processing, random number generation, statistical analysis and program control. The DESC consists of a set of nodes that communicate via FIFO-buffered channels (i.e. do not share memory among nodes). In order to achieve high ...

6 Patterns of modelling: towards a conceptual basis for discrete event simulation



Wolfgang Kreutzer

September 1980 **ACM SIGSIM Simulation Digest**, Volume 11 Issue 3-4

Publisher: ACM Press

Full text available: pdf(2.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Success of any standardization effort is highly sensitive to user acceptance and satisfaction. Conceptual simplicity, congruence, power, transparency, flexibility and interpretative efficiency of modelling methodologies and their processor systems are at least partially conflicting goals between which suitable tradeoffs have to be made. Solutions to this problem will neither be found through excessive generality nor a proliferation of weakly related special purpose concepts, but by a reliable app ...

7 Adaptive protocols for parallel discrete event simulation



Samir R. Das

November 1996 **Proceedings of the 28th conference on Winter simulation WSC '96**

Publisher: ACM Press, IEEE Computer Society

Full text available: pdf(926.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper reviews issues concerning the design of adaptive protocols for parallel discrete event simulation (PDES). The need for adaptive protocols are motivated in the background of the synchronization problem that has driven much of the research in this field. Traditional conservative and optimistic protocols and their hybrid variants are also discussed. Adaptive synchronization protocols are reviewed with special reference to their characteristics regarding the aspects of the simulation stat ...

8 A literature survey on distributed discrete event simulation

Fred J. Kaudel

June 1987 **ACM SIGSIM Simulation Digest**, Volume 18 Issue 2

Publisher: ACM Press

Full text available: pdf(794.83 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Much literature over the past decade has examined using multiprocessors to increase the speed and lower the cost of discrete event simulation. Three orthogonal approaches have been suggested, using simulation parallelism in support functions, in model functions and on the application level. This overview brings together these past approaches into a new framework wherein all three can be used simultaneously and suggests several promising research areas.

9 A survey of discrete event simulation and state-of-the-art discrete event languages

Lissa F. Pollacia

September 1989 **ACM SIGSIM Simulation Digest**, Volume 20 Issue 3

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper provides an introduction to the main concepts of discrete event simulation and surveys the field of current discrete event simulation languages. Discrete event simulation is a modeling technique for the study of systems whose state may change only at discrete points in time. This type of modeling is applicable to many real-world problems, and a wide variety of languages have been developed for the purpose of modeling these situations. In this paper, a survey of current discrete event ...

10 Applications II: A compiled accelerator for biological cell signaling simulations

John F. Keane, Christopher Bradley, Carl Ebeling

February 2004 **Proceedings of the 2004 ACM/SIGDA 12th international symposium on Field programmable gate arrays FPGA '04**

Publisher: ACM Press

Full text available: pdf(191.01 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The simulation of large systems of biochemical reactions is a key part of research into molecular signaling and information processing in biological cells. However, it can be impractical because many relevant reactions are modeled as stochastic, discrete event processes, and the complexity of the computing task scales with the number of discrete events in a simulation. Traditionally, such simulations are computed on general purpose CPUs, and sometimes in networks of such processors. We show that ...

Keywords: biology, cell, reactions, reconfigurable hardware, simulation

11 Parallel and distributed discrete event simulation: algorithms and applications

Richard M. Fujimoto

December 1993 **Proceedings of the 25th conference on Winter simulation WSC '93**

Publisher: ACM Press

Full text available: pdf(1.02 MB)

Additional Information: [full citation](#), [references](#), [citations](#)

12

Parallel Discrete-Event Simulation (PDES): a case study in design, development, and



performance using SPEEDES

Frederick Wieland, Eric Blair, Tony Zukas

July 1995 **ACM SIGSIM Simulation Digest , Proceedings of the ninth workshop on Parallel and distributed simulation PADS '95**, Volume 25 Issue 1

Publisher: IEEE Computer Society, ACM Press

Full text available: [pdf\(1.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)
[Publisher Site](#)

Can parallel simulations efficiently exploit a network of workstations? Why haven't PDES models followed standard modeling methodologies? Will the field of PDES survive, and if so, in what form? Researchers in the PDES field have addressed these questions and others in a series of papers published in the last few years [1,2,3,4]. The purpose of this paper is to shed light on these questions, by documenting an actual case study of the development of an optimistically synchronized PDES applic ...

Keywords: SPEEDES, aerospace computing, aerospace simulation, communications network, conceptual design, discrete event simulation, flight simulation, implementation, network of workstations, operations research, optimistically synchronized PDES, parallel discrete-event simulation, performance, validation

13 Asynchronous algorithms for the parallel simulation of event-driven dynamical systems



Vijay K. Madisetti, Jean C. Walrand, David G. Messerschmitt

July 1991 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 1 Issue 3

Publisher: ACM Press

Full text available: [pdf\(1.83 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Self-synchronization Concurrent Computing Systems (SESYCCS), Time Warp, probabilistic synchronization

14 Real time discrete event simulation of a PCB production system for operational support



Mats Jackson, Christer Johansson

December 1997 **Proceedings of the 29th conference on Winter simulation WSC '97**

Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(611.50 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 Estimating the benefit of the parallelisation of discrete event simulation




Simon J. E. Taylor, Farshad Fatin, Thierry Delaitre


December 1995 **Proceedings of the 27th conference on Winter simulation WSC '95**


Publisher: ACM Press, IEEE Computer Society

Full text available: [pdf\(601.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



This paper presents a technique which attempts to aid the simulationist in the decision as to whether or not simulation should be implemented on a multiprocessing computer. The proposed technique has been used to estimate the performance of parallel discrete event simulations. This employs critical path analysis to determine the lower bound of the execution time of a parallelised simulation and has been used by other authors to study the effect that process scheduling and causality maintenance p ...


- 16 Modeling at the machine-control level using discrete event simulation (DES)
 Raid Al-Aomar, Daniel Cook
 December 1998 **Proceedings of the 30th conference on Winter simulation WSC '98**
Publisher: IEEE Computer Society Press
 Full text available:  pdf(64.74 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 17 Grain sensitive event scheduling in time warp parallel discrete event simulation
 Francesco Quaglia, Vittorio Cortellessa
 May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation PADS '00**
Publisher: IEEE Computer Society
 Full text available:  pdf(892.18 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 18 Performance evaluation of the discrete event simulation computer DESC
 Meir Bareil
 March 1985 **Proceedings of the 18th annual symposium on Simulation ANSS '85**
Publisher: IEEE Computer Society Press
 Full text available:  pdf(675.96 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Discrete Event Simulation Computer (DESC) reported here improves simulation performance through an exploitation of parallelism inherent in simulation, with regard to list processing, random number generation, statistical analysis and program control. We have chosen SIMULA as the frame language concept. For performance evaluation a 9 stage queueing network model has been used as benchmark model. During the run time of the simulation program of this model the performance of the DESC was m ...

- 19 The IDES framework: a case study in development of a parallel discrete-event simulation system
 David M. Nicol, Michael M. Johnson, Ann S. Yoshimura
 December 1997 **Proceedings of the 29th conference on Winter simulation WSC '97**
Publisher: ACM Press, IEEE Computer Society
 Full text available:  pdf(839.82 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 20 Using split event sets to form and schedule event combinations in discrete event simulation
 N. Manjikian, W. M. Loucks
 April 1992 **Proceedings of the 25th annual symposium on Simulation ANSS '92**
Publisher: IEEE Computer Society Press
 Full text available:  pdf(858.94 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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DOCUMENT-IDENTIFIER: US 20040193393 A1

TITLE: Reconfigurable logic for simulating stochastic discrete events

PUBLICATION-DATE: September 30, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Keane</u> , John F.	Lake Forest Park	WA	US

US-CL-CURRENT: 703/16

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KIMC	Draw. De
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File: PGPB

Jan 5, 2006

PGPUB-DOCUMENT-NUMBER: 20060004620

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060004620 A1

TITLE: Method and tool for estimating a ship date profile for a business

PUBLICATION-DATE: January 5, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Lee; Young Min			US
Buckley; Stephen John			US

US-CL-CURRENT: 705/10

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 2. Document ID: US 20050177353 A1

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File: PGPB

Aug 11, 2005

PGPUB-DOCUMENT-NUMBER: 20050177353

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050177353 A1

TITLE: Operations and support discrete event simulation system and method

PUBLICATION-DATE: August 11, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Slater, Robert D.	Tucson	AZ	US

US-CL-CURRENT: 703/6

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 3. Document ID: US 20050042663 A1

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File: PGPB

Feb 24, 2005

PGPUB-DOCUMENT-NUMBER: 20050042663
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050042663 A1

TITLE: Rule-based modeling of biochemical networks

PUBLICATION-DATE: February 24, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Blinov, Michael L.	Los Alamos	NM	US
Faeder, James R.	Santa Fe	NM	US
Hlavacek, William S.	Santa Fe	NM	US

US-CL-CURRENT: 435/6; 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 4. Document ID: US 20040204769 A1

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File: PGPB

Oct 14, 2004

PGPUB-DOCUMENT-NUMBER: 20040204769
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040204769 A1

TITLE: Decoding algorithm for neuronal reponses

PUBLICATION-DATE: October 14, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Richmond, Barry J.	Bethesda	MD	US
Wiener, Matthew	Westfield	NJ	US

US-CL-CURRENT: 623/25; 600/546

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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Oct 7, 2004

PGPUB-DOCUMENT-NUMBER: 20040199372
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040199372 A1

TITLE: System, method, and computer program product for configuring stochastic simulation models in an object oriented environment

PUBLICATION-DATE: October 7, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Penn, Derek Charles	San Francisco	CA	US

US-CL-CURRENT: 703/22

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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L2: Entry 6 of 14

File: PGPB

Sep 30, 2004

PGPUB-DOCUMENT-NUMBER: 20040193393

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040193393 A1

TITLE: Reconfigurable logic for simulating stochastic discrete events

PUBLICATION-DATE: September 30, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Keane, John F.	Lake Forest Park	WA	US

US-CL-CURRENT: 703/16

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 7. Document ID: US 20040138867 A1

L2: Entry 7 of 14

File: PGPB

Jul 15, 2004

PGPUB-DOCUMENT-NUMBER: 20040138867

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040138867 A1

TITLE: System and method for modeling multi-tier distributed workload processes in complex systems

PUBLICATION-DATE: July 15, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Simkins, David Judson	Apalachin	NY	US

US-CL-CURRENT: 703/22

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw. De
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☐ 8. Document ID: US 20040015381 A1

L2: Entry 8 of 14

File: PGPB

Jan 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040015381
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040015381 A1

TITLE: Digital cockpit

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Johnson, Christopher D.	Clifton Park	NY	US
LaComb, Christina A.	Cropseyville	NY	US
Cheng, Hong	Niskayuna	NY	US
Dingman, Brian N.	Gloversville	NY	US
Interrante, John A.	Schenectady	NY	US
Kalish, Peter A.	Clifton Park	NY	US
Kapoor, Navneet	Haryana	NY	IN
Messmer, Richard P.	Clifton Park	CT	US
Rajpal, Sunil	Westport	NY	US
Simmons, Melvin K.	Schenectady		US

US-CL-CURRENT: 705/8; 705/10

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw. De
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☐ 9. Document ID: US 20020169658 A1

L2: Entry 9 of 14

File: PGPB

Nov 14, 2002

PGPUB-DOCUMENT-NUMBER: 20020169658
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020169658 A1

TITLE: System and method for modeling and analyzing strategic business decisions

PUBLICATION-DATE: November 14, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Adler, Richard M.	Winchester	MA	US

US-CL-CURRENT: 705/10

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D
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☐ 10. Document ID: US 6708141 B1

L2: Entry 10 of 14

File: USPT

Mar 16, 2004

US-PAT-NO: 6708141

DOCUMENT-IDENTIFIER: US 6708141 B1

TITLE: Method for modeling cellular structure and function

DATE-ISSUED: March 16, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Schaff; James C.	Cheshire	CT		
Carson; John	West Hartford	CT		
Loew; Leslie	West Hartford	CT		

US-CL-CURRENT: 703/2; 702/19, 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D
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☐ 11. Document ID: US 6144945 A

L2: Entry 11 of 14

File: USPT

Nov 7, 2000

US-PAT-NO: 6144945

DOCUMENT-IDENTIFIER: US 6144945 A

TITLE: Method for fast and accurate evaluation of periodic review inventory policy

DATE-ISSUED: November 7, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Garg; Amit	White Plains	NY		
Kalagnanam; Jayant Ramarao	Tarrytown	NY		

US-CL-CURRENT: 705/28; 705/8

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D
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☐ 12. Document ID: US 6065131 A

L2: Entry 12 of 14

File: USPT

May 16, 2000

US-PAT-NO: 6065131

DOCUMENT-IDENTIFIER: US 6065131 A

TITLE: Multi-speed DSP kernel and clock mechanism

DATE-ISSUED: May 16, 2000.

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Andrews; Lawrence P.	Boca Raton	FL		
Beckman; Richard C.	Boca Raton	FL		
Petty, Jr.; Joseph C.	Boca Raton	FL		
Sinibaldi; John C.	Pompano Beach	FL		

US-CL-CURRENT: 713/600; 712/220, 712/42, 713/501

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw. De
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☐ 13. Document ID: US 6028819 A

L2: Entry 13 of 14

File: USPT

Feb 22, 2000

US-PAT-NO: 6028819

DOCUMENT-IDENTIFIER: US 6028819 A

TITLE: Method and system of simulating and optimizing land seismic operations

DATE-ISSUED: February 22, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Mullarkey; Peter W.	Austin	TX		
Canter; Peter H.	Bekkestua			NO
Brooks; Ruyen E.	Shorewood	WI		
Morrice; Douglas J.	Austin	TX		
Kenyon; Astrid S.	Cedar Park	TX		
Highnam; Peter T.	Austin	TX		

US-CL-CURRENT: 367/37; 367/55, 367/56

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw. De
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☐ 14. Document ID: US 5229948 A

L2: Entry 14 of 14

File: USPT

Jul 20, 1993

US-PAT-NO: 5229948

DOCUMENT-IDENTIFIER: US 5229948 A

TITLE: Method of optimizing a serial manufacturing system

DATE-ISSUED: July 20, 1993

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Wei; Kuang C.	Grosse Pointe Farms	MI		
Otto; Norman C.	Plymouth	MI		

US-CL-CURRENT: 700/99; 702/179, 703/2, 705/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequence	Attachment	Claims	KMCC	Draw D
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Clear	Generate Collection	Print	Fwd Refs	Bkwd Refs	Generate OACS
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Term	Documents
STOCHASTIC	13081
STOCHASTICS	69
DISCRETE	397265
DISCRETES	464
EVENT	709779
EVENTS	263171
SIMULAT\$	0
SIMULAT	24
SIMULATA	7
SIMULATABILITY	5
SIMULATABLE	189
((STOCHASTIC WITH DISCRETE EVENT) AND SIMULAT\$).PGPB,USPT.	14

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Search Results - Record(s) 1 through 7 of 7 returned.

☐ 1. Document ID: US 20050042663 A1

L3: Entry 1 of 7

File: PGPB

Feb 24, 2005

PGPUB-DOCUMENT-NUMBER: 20050042663

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050042663 A1

TITLE: Rule-based modeling of biochemical networks

PUBLICATION-DATE: February 24, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Blinov, Michael L.	Los Alamos	NM	US
Faeder, James R.	Santa Fe	NM	US
Hlavacek, William S.	Santa Fe	NM	US

US-CL-CURRENT: 435/6; 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KM/C	Draw D
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☐ 2. Document ID: US 20050004785 A1

L3: Entry 2 of 7

File: PGPB

Jan 6, 2005

PGPUB-DOCUMENT-NUMBER: 20050004785

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050004785 A1

TITLE: System, method and computer product for predicting biological pathways

PUBLICATION-DATE: January 6, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Temkin, Joshua Michael	Gaithersburg	MD	US
Sarachan, Brion Daryl	Schenectady	NY	US
Grossman, Seth Aaron	Philadelphia	PA	US
Zhao, Ming	Clifton Park	NY	US
Gilder, Mark Richard	Clifton Park	NY	US

US-CL-CURRENT: 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw De
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☐ 3. Document ID: US 20040193393 A1

L3: Entry 3 of 7

File: PGPB

Sep 30, 2004

PGPUB-DOCUMENT-NUMBER: 20040193393

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040193393 A1

TITLE: Reconfigurable logic for simulating stochastic discrete events

PUBLICATION-DATE: September 30, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Keane, John F.	Lake Forest Park	WA	US

US-CL-CURRENT: 703/16

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw De
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☐ 4. Document ID: US 20040088116 A1

L3: Entry 4 of 7

File: PGPB

May 6, 2004

PGPUB-DOCUMENT-NUMBER: 20040088116

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040088116 A1

TITLE: Methods and systems for creating and using comprehensive and data-driven simulations of biological systems for pharmacological and industrial applications

PUBLICATION-DATE: May 6, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Khalil, Iya	Ithaca	NY	US
Hill, Colin	Ithaca	NY	US

US-CL-CURRENT: 702/20; 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw De
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☐ 5. Document ID: US 6820042 B1

L3: Entry 5 of 7

File: USPT

Nov 16, 2004

US-PAT-NO: 6820042
DOCUMENT-IDENTIFIER: US 6820042 B1

TITLE: Mixed mode network simulator

DATE-ISSUED: November 16, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Cohen; Alain	Washington	DC		
Cathey; George	Washington	DC		
Malloy; Patrick J.	Washington	DC		

US-CL-CURRENT: 703/2; 702/179, 702/181, 702/182, 702/186, 703/13, 703/17, 703/21,
703/22

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequence	Attachments	Claims	KMC	Draw De
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☐ 6. Document ID: US 6708141 B1

L3: Entry 6 of 7

File: USPT

Mar 16, 2004

US-PAT-NO: 6708141
DOCUMENT-IDENTIFIER: US 6708141 B1

TITLE: Method for modeling cellular structure and function

DATE-ISSUED: March 16, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Schaff; James C.	Cheshire	CT		
Carson; John	West Hartford	CT		
Loew; Leslie	West Hartford	CT		

US-CL-CURRENT: 703/2; 702/19, 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequence	Attachments	Claims	KMC	Draw De
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☐ 7. Document ID: US 5229948 A

L3: Entry 7 of 7

File: USPT

Jul 20, 1993

US-PAT-NO: 5229948
DOCUMENT-IDENTIFIER: US 5229948 A

TITLE: Method of optimizing a serial manufacturing system

DATE-ISSUED: July 20, 1993

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Wei; Kuang C.	Grosse Pointe Farms	MI		
Otto; Norman C.	Plymouth	MI		

US-CL-CURRENT: 700/99; 702/179, 703/2, 705/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	STOCHASTICS	DISCRETE	Claims	KMNC	Draw D
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Clear	Generate Collection	Print	Fwd Refs	Bkwd Refs	Generate OACS
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Term	Documents
703/2	2106
703/2S	0
703/11	555
703/11S	0
703/16	280
703/16S	0
STOCHASTIC	13081
STOCHASTICS	69
DISCRETE	397265
DISCRETES	464
EVENT	709779
(703/2,11,16:CCLS. AND (STOCHASTIC SAME DISCRETE EVENT)).PGPB,USPT.	7

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Search Results - Record(s) 1 through 2 of 2 returned.

☐ 1. Document ID: US 20040193393 A1

L6: Entry 1 of 2

File: PGPB

Sep 30, 2004

PGPUB-DOCUMENT-NUMBER: 20040193393

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040193393 A1

TITLE: Reconfigurable logic for simulating stochastic discrete events

PUBLICATION-DATE: September 30, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Keane, John F.	Lake Forest Park	WA	US

US-CL-CURRENT: 703/16

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw. De
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☐ 2. Document ID: US 7076472 B2

L6: Entry 2 of 2

File: USPT

Jul 11, 2006

US-PAT-NO: 7076472

DOCUMENT-IDENTIFIER: US 7076472 B2

TITLE: Knowledge-based methods for genetic network analysis and the whole cell computer system based thereon

DATE-ISSUED: July 11, 2006

PRIOR-PUBLICATION:

DOC-ID	DATE
US 20040143725 A1	July 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Addison; Edwin	Millersville	MD	21108	US

US-CL-CURRENT: 706/13; 435/6

Hit List

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Fwd Refs

Bkwd Refs

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Search Results - Record(s) 1 through 8 of 8 returned.

☐ 1. Document ID: US 20050177353 A1

L7: Entry 1 of 8

File: PGPB

Aug 11, 2005

PGPUB-DOCUMENT-NUMBER: 20050177353

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050177353 A1

TITLE: Operations and support discrete event simulation system and method

PUBLICATION-DATE: August 11, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Slater, Robert D.	Tucson	AZ	US

US-CL-CURRENT: 703/6

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D
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☐ 2. Document ID: US 20040193393 A1

L7: Entry 2 of 8

File: PGPB

Sep 30, 2004

PGPUB-DOCUMENT-NUMBER: 20040193393

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040193393 A1

TITLE: Reconfigurable logic for simulating stochastic discrete events

PUBLICATION-DATE: September 30, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Keane, John F.	Lake Forest Park	WA	US

US-CL-CURRENT: 703/16

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWIC	Draw D
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☐ 3. Document ID: US 20040143725 A1

L7: Entry 3 of 8

File: PGPB

Jul 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040143725
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040143725 A1

TITLE: Knowledge-based methods for genetic network analysis and the whole cell
computer system based thereon

PUBLICATION-DATE: July 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Addison, Edwin	Millersville	MD	US

US-CL-CURRENT: 712/28

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 4. Document ID: US 20040138867 A1

L7: Entry 4 of 8

File: PGPB

Jul 15, 2004

PGPUB-DOCUMENT-NUMBER: 20040138867
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040138867 A1

TITLE: System and method for modeling multi-tier distributed workload processes in
complex systems

PUBLICATION-DATE: July 15, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Simkins, David Judson	Apalachin	NY	US

US-CL-CURRENT: 703/22

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMC	Draw D
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☐ 5. Document ID: US 20020169658 A1

L7: Entry 5 of 8

File: PGPB

Nov 14, 2002

PGPUB-DOCUMENT-NUMBER: 20020169658
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020169658 A1

TITLE: System and method for modeling and analyzing strategic business decisions

PUBLICATION-DATE: November 14, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Adler, Richard M.	Winchester	MA	US

US-CL-CURRENT: 705/10

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMIC	Draw D
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☐ 6. Document ID: US 7076472 B2

L7: Entry 6 of 8

File: USPT

Jul 11, 2006

US-PAT-NO: 7076472

DOCUMENT-IDENTIFIER: US 7076472 B2

TITLE: Knowledge-based methods for genetic network analysis and the whole cell computer system based thereon

DATE-ISSUED: July 11, 2006

PRIOR-PUBLICATION:

DOC-ID	DATE
US 20040143725 A1	July 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Addison; Edwin	Millersville	MD	21108	US

US-CL-CURRENT: 706/13; 435/6

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMIC	Draw D
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☐ 7. Document ID: US 6708141 B1

L7: Entry 7 of 8

File: USPT

Mar 16, 2004

US-PAT-NO: 6708141

DOCUMENT-IDENTIFIER: US 6708141 B1

TITLE: Method for modeling cellular structure and function

DATE-ISSUED: March 16, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Schaff; James C.	Cheshire	CT		
Carson; John	West Hartford	CT		
Loew; Leslie	West Hartford	CT		

US-CL-CURRENT: 703/2; 702/19, 703/11

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWC	Draw D
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☐ 8. Document ID: US 6339838 B1

L7: Entry 8 of 8

File: USPT

Jan 15, 2002

US-PAT-NO: 6339838

DOCUMENT-IDENTIFIER: US 6339838 B1

TITLE: Control of commercial processes

DATE-ISSUED: January 15, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Weinman, Jr.; Joseph Bernard	Basking Ridge	NJ		

US-CL-CURRENT: 717/104; 717/106

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KWC	Draw D
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Clear	Generate Collection	Print	Fwd Refs	Bkwd Refs	Generate OACS
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Term	Documents
HARDWARE	465469
HARDWARES	794
LOGIC	486903
LOGICS	5462
(5 AND HARDWARE AND LOGIC) .PGPB,USPT.	8
(L5 AND HARDWARE AND LOGIC) .PGPB,USPT.	8

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